



CLIFF DIVING



WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

GAME CARD NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received,
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

GAME CARD NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

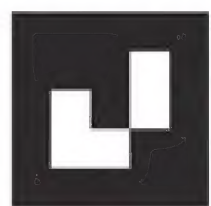
HOW TO USE YOUR AR PLAY CARDS

Inside your PlayStation®Vita system box you'll find six AR Play Cards which can be used to play Cliff Diving and other amazing augmented reality games.

Cliff Diving requires one or two AR Play Cards to be used.

If you need any replacement AR Play Cards, you can download them and print them out free of charge from us.playstation.com/arplay

For more information on using your AR Play Cards with this game, follow the on-screen instructions.



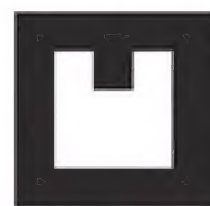
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02



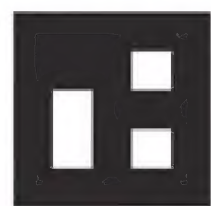
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04

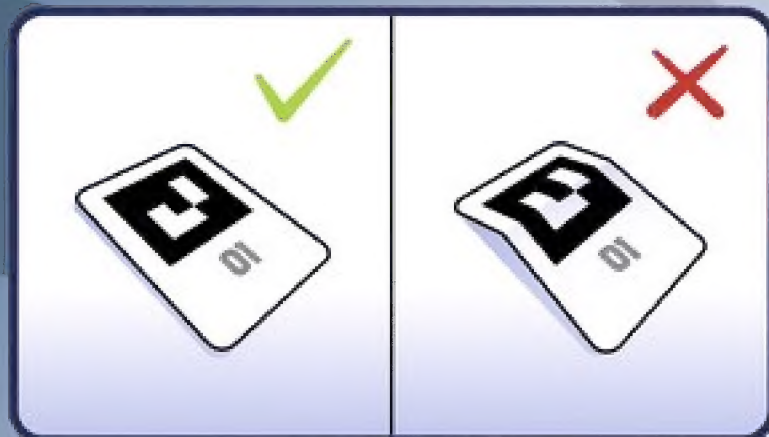


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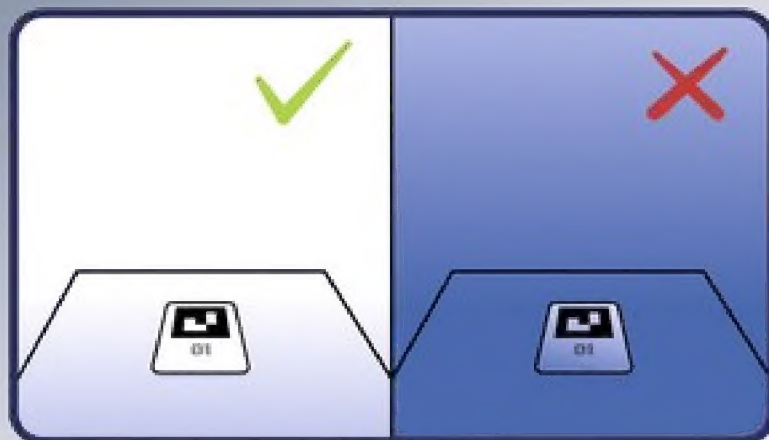
06

PLACE YOUR AR PLAY CARDS ON A FLAT, NON-REFLECTIVE SURFACE



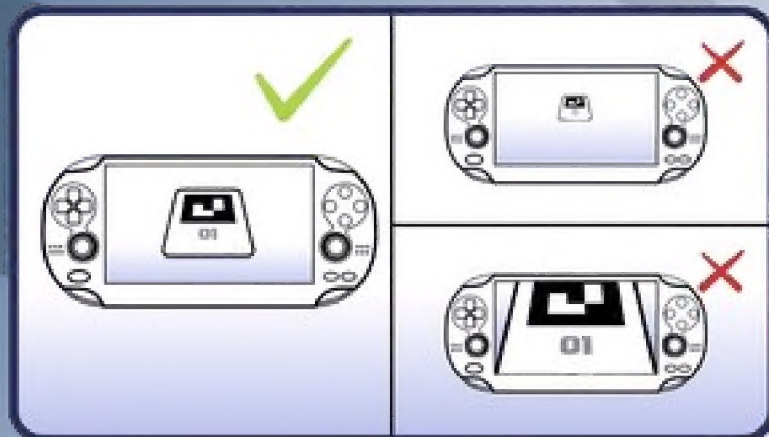
Make sure the AR Play Cards are placed on a flat surface and aren't bent or creased.

ALWAYS PLAY IN A WELL LIT AREA



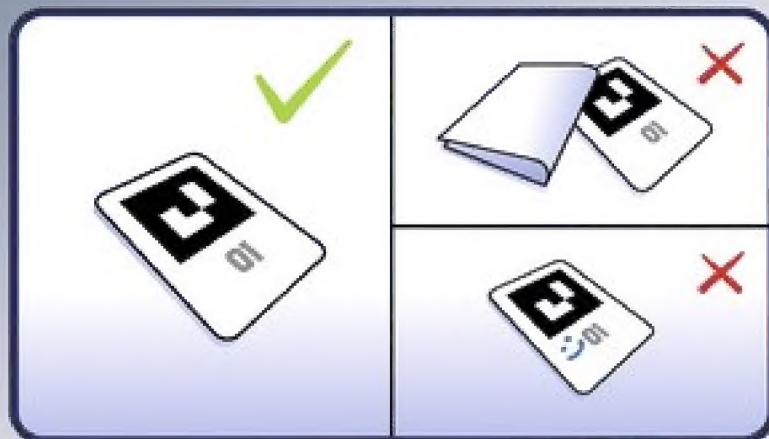
If it's too dark or too bright the rear camera may have trouble recognizing the AR Play Cards.

STAY IN RANGE: DON'T GET TOO CLOSE, OR TOO FAR AWAY



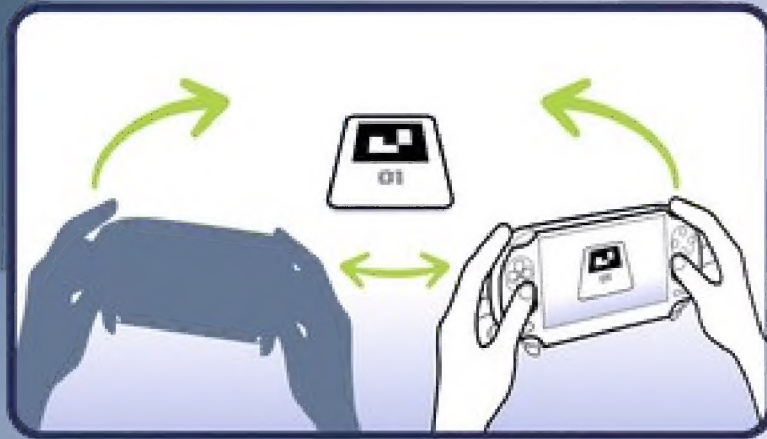
Give your rear camera the best possible view of the AR Play Cards – don't hold it too close, or too far away.

MAKE SURE THE AR PLAY CARDS ARE FULLY VISIBLE



Ensure that nothing is blocking the rear camera's view of the AR Play Cards, there are no marks on the AR Play Cards and at least one AR Play Card is always in view.

YOU'RE IN CONTROL



Move your PS Vita system to any angle to get the best view of the game world.

DEFAULT CONTROLS

ⓧ button

Launch Diver Dan

ⓧ button/Ⓞ button/

△ button/□ button

Perform dive tricks

rear touch pad

Heartbeat

START button

Pause

Ⓟ button

Pause and exit to LiveArea™

PREPARE FOR SPLASHDOWN!

Take a deep breath and don't look down – there's no room for vertigo in the high-flying world of Cliff Diving.


Join daredevil Diver Dan as he scales the highest cliffs in search of the ultimate adrenaline rush: the perfect dive.

GETTING STARTED

To get Dan's first dive underway, choose "New Game" then select a scene for him to leap from.

Place an AR Play Card on any flat surface, point the rear camera at the AR Play Card and your chosen diving platform will rise up from the ground.

PERFORMING A DIVE

To perform a basic dive, wait for Dan to take his run up to the platform edge and press the  button when the launch pad turns green.

Keep the  button held down to set the distance of Dan's dive, then release the  button to launch him into the air.

ADRENALINE METER

Before taking the plunge, Dan will need to get his adrenaline pumping if he wants to score extra points and win the big bucks.

As he waits at the top of each platform, you'll see a heartbeat monitor at the bottom of your screen. Tap the rear touch pad in time with Dan's heartbeat to get him pumped up and ready to dive.

PERFORMING DIVE TRICKS

To hit the high scores and help Diver Dan win as much prize money as possible, you'll need to add a touch of flair to his dives.

Before you attempt a new dive, you'll be shown a sequence of buttons that will need to be pressed at the right time to hit the high scores.

As Dan launches himself from the platform, one or more hoops will appear in front of him. As he passes through each hoop, it will turn from red to green – when the hoop is green, press the correct buttons in the correct order and Dan will execute the required dive.

Get your timing wrong however and the best Dan can hope for is a belly-flop – and a trip to hospital!

PRIZE MONEY

As Dan attempts more and more complex dives, the prize money on offer will rise – and so will the danger levels.

On successfully completing a dive, Dan will receive a score based on the build up to the dive, take off, execution of the moves as he passes through the hoops and his entry into the water.

But be careful – hospital visits can be costly and Dan's prize money could all be spent on his medical bills.

Follow the on-screen instructions for more details about how to play this game.

The information in this manual was correct at the time of publication, but some minor changes may have been made late in this game's development.

Software licensed for play on PlayStation®Vita systems in the Americas.

Use of this software and the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements.

DISCLOSURE REGARDING USE OF LOCATION DATA

This game interacts with other applications that use location data (such as "near").

To turn off location data, go to [Settings] > [Location Data].

Consumer Service\Technical Support Line

1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6AM – 8PM
and Sunday 7 AM – 6:30 PM Pacific Standard Time.

LIMITED WARRANTY — PART 1

SCEA warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of one (1) year from the date of purchase. This warranty does not apply to any consumables (such as batteries). For defects in material or workmanship within the warranty period, upon showing a proof of purchase, SCEA agrees for a period of one (1) year to either repair or replace this product with a new or factory recertified product at SCEA's option. For the purpose of this Limited Warranty, "factory recertified" means a product that has been returned to its original specifications.

Visit <http://www.us.playstation.com/support> or call 1-800-345-7669 to receive a return authorization and shipping instructions. This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or means other than from a defect in materials or workmanship.

LIMITED WARRANTY — PART 2

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE ONE (1) YEAR PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA PRODUCT. SOME STATES OR PROVINCES DO NOT ALLOW LIMITATION ON HOW LONG AN IMPLIED WARRANTY LASTS AND SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATIONS OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province.

This warranty is valid only in the United States and Canada.

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